

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

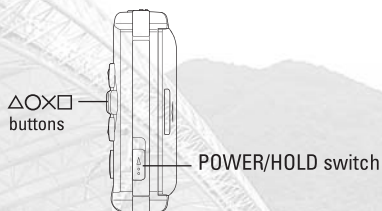
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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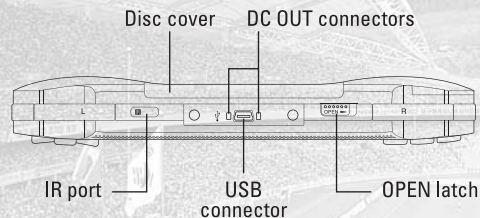
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Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **World Soccer Winning Eleven™ 9** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

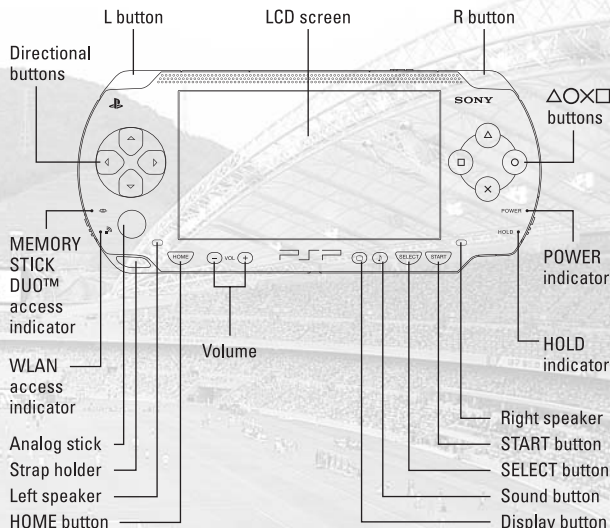
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the Memory Stick Duo™ slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP™ (PlayStation®Portable) system configuration



Menu Controls

Directional buttons: Move cursor to select menu option

× button: Confirm selection

○ or △ button: Cancel selection

Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and complete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

Note: Player responsible for Wi-Fi fees.

Ad Hoc Mode

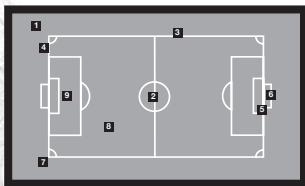
Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

World Soccer Winning Eleven™ 9 supports Ad Hoc mode.

The Rules of Play

Field Terminology

1. Field (the pitch and surrounding area)
2. Center Circle
3. Touch Line
4. Goal Line
5. Goal Area
6. Goal
7. Corner Area
8. Pitch
9. Penalty Area



Match Time

The playing time for each match can be set to 5, 10, 15, 20, 25, or 30 minutes of real time. (The in-game timer always counts out two 45-minute halves, and its pace is automatically adjusted to match the real-time setting.) Match Time can be changed in the General Settings of each game mode.

Extra Time

Golden goal/silver goal extra time and penalty shootouts are available, depending on the game mode.

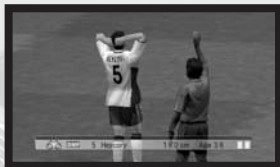
Extra Time Rules

Golden Goal: The team that scores first in extra time is the winner, no matter how much time remains.

Silver Goal: Play continues to the end of each 15-minute half. If one team has more goals at the end of the first or second half, it is the winner. (Penalty Kicks are automatically set to "On" when Silver Goal rules are selected.)

Yellow Cards and Red Cards

Upon committing a foul, a player may be shown a yellow or red card by the referee. If a player is shown a red card, he must immediately leave the pitch. If a player is shown two yellow cards in the same match, he automatically receives a red card and is sent off. Players who receive a certain number of yellow cards (or a red card) during the course of a tournament must sit out the next match.



The Rules of Play

Offside

If, at the moment a pass is made, the receiving teammate is upfield of the ball and has fewer than two opposing players between himself and the opponent's goal line, that player is offside, and an indirect free kick is awarded to the defending team.



Substitutions

In the Match mode, you can select from zero to seven substitutions for a match. In the League mode, the maximum number of substitutions in a match varies, according to the rules of that league. If a substitution is made while the ball is in play, the substitution will take place when the ball goes out of play.

Out of Play

"Out of play" refers to the time between when the game is temporarily stopped until it starts again with a throw-in, corner kick, free kick, goal kick, or penalty kick.

Injuries

You can adjust the settings so that players can be injured when they are tackled. Players can suffer both light and heavy injuries, indicated by the yellow or red cross icons that appear on the screen. Lightly injured players can continue to play, but their performance will be hampered. Heavily injured players are no longer capable of playing and must immediately leave the pitch. Players might not realize that they have been injured, and you might see some players hurt on the pitch during a match.



In League mode, injuries require a number of matches before they heal. A player who has recently recovered from an injury is marked with a "Recovering" icon. The performance of recovering players is less adversely affected than that of lightly injured players.



Light Injury



Heavy Injury



Recovering



Player Hurt

Forfeited Match

If the number of players on a team falls below seven before or during a match, the match is declared forfeit and the team officially loses by a score of 0-3.

Game Controls | Attacking

Attack! Basic Attacking Controls

Directional buttons: Player movement/dribbling

Analog stick: Player movement/dribbling, manual pass, special moves

HOME button: Quit the game

START button: Display the Pause Menu

L button: Switch between players

R button: Dash

△ button: Through ball

○ button: Cross, long pass

× button: Short pass

□ button: Shoot

When attempting a manual pass with the analog stick, the configuration settings for "Analog Stick" must be changed to "Type 2." When attempting a special move with the analog stick, the configuration settings for "Analog Stick" must be changed to "Type 3."

Dribbling

Dribble: Press the directional button when the ball is at the player's feet.

Jump: Press the R button twice when an opponent executes a sliding tackle.

Stop the ball (1): Release the directional button and press the R button to stop the ball's movement when dribbling.

Stop the ball (2): Release the directional button and press the R button after a short pause to stop the ball as the player turns to face the opponent's goal.

Change direction: Press the R button twice while pressing the directional button in the opposite direction of the direction the player is facing. The player will change direction while shielding the ball. This move can only be executed when the ball is not in motion, or when starting a run with the ball at right angles to the direction the player is facing at the time.

Send ball forwards: Press the L and R buttons together when the player has stopped with the ball at his feet.

Long-kick dash dribble: During a dash dribble, press the directional button in the direction of movement two or three times.

Dash dribble: Press and hold the R button while dribbling.

High-speed dribble: Press the R button twice while dribbling.

Low-speed dribble: Release the directional button while dribbling.

Game Controls | Attacking

Trapping

Trap: When receiving a pass, press the directional button in the direction you wish to trap.

Trap cleanly: When receiving a pass, press and hold the directional button and press the R button twice to trap cleanly in the direction that the directional button was pressed.

Face the opponent's goal: When receiving a pass, press the R button twice to trap the ball in the direction of the opponent's goal.

Change direction without touching the ball: When receiving a pass, press and hold the R button and press the directional button in the direction that the ball is traveling. Your player turns and moves in that direction without touching the ball.

Passing

SHORT PASSES

Short pass: Press the  button, using the directional button to aim. Hold down the  button while aiming to send the pass to the farthest possible player.

Back-heel pass: Push the directional button in the opposite direction than the player is facing, then press the  button.

One-touch pass: Press the  button immediately before receiving the ball, using the directional button to aim.

Long Passes

Long pass: Press the  button, using the directional button to aim. The power is determined by the length of time the button is held, and indicated by a power gauge.

One-touch long pass: Press the  button immediately before trapping the ball, using the directional button to aim. The power is determined by the length of time the button is held.

THROUGH PASSES

Through pass: Press the  button, using the directional button to aim. Hold down the  button while aiming to send the pass to the farthest possible player.

One-touch through pass: Press the  button immediately before trapping the ball, using the directional button to aim.

Through pass in the air: Hold the L button and press the  button, using the directional button to aim.

ONE-TWO PASSES

One-two pass: Hold the L button and press the  button for a short pass, then press the  button immediately before your teammate receives the ball to execute a return pass.

Game Controls | Attacking

One-two pass in the air: Hold the L button and press the  button for a short pass, then press the  button immediately before your teammate receives the ball to execute a return pass.

Pass and go: Press the R button twice immediately after passing the ball to make the player who passed the ball sprint forward.

MANUAL PASSES

Manual pass: Push the analog stick in the desired direction.

Manual long pass: Hold the L button and push the analog stick in the desired direction.

When attempting a manual pass, the Analog Stick settings in the Button Configuration menu must be set to "Type 2."

Crossing

Far-side cross: When the player with the ball is deep in the opponent's half, press the  button while aiming with the directional button to send a pass to the far wing. When there are two or more players in the direction of the pass, the ball is crossed to the farthest player.

Near-side cross: When the player with the ball is deep in the opponent's half, press the  button twice while aiming with the directional button. When there are two or more players in the direction of the pass, the ball is crossed to the nearest player.

Low cross: When the player with the ball is deep in the opponent's half, press the  button three times while aiming with the directional button.

High cross: Press the R button twice while crossing the ball to give it extra loft.

Early cross: Hold the L button and press the  button, using the directional button to aim, to cross the ball from any position on the pitch.

Shooting

Shoot: Press the  button to shoot at the goal. Hold the  button to increase the height of the shot. Change the angle of the shot by holding the directional button while the gauge is displayed.

Direct shot: Press the  button immediately before trapping the ball. Depending on the circumstances, you can execute a header or volley.

Controlled shot: Press the R button twice while the gauge is displayed to shoot with increased accuracy.

Chip shot: Hold the L button and press the  button to chip a shot over the keeper's head.

Game Controls | Attacking

Low chip shot: Press the  button, then press the R button while the gauge is displayed.

Feints

Upper-body feint (1): Quickly press the directional button diagonally at a slight angle to the direction of the dribble.

Upper-body feint (2): When the ball is stationary, quickly press the directional button twice to the left or right of the direction that the player is facing.

Step-over feint (1): Slide the analog stick twice in the direction that the player is facing.

Step-over feint (2): Press the L button twice.

Step-over feint (3): Press the R button three times.

Kick feint (1): Slide the analog stick twice in a direction perpendicular to the player's direction of movement.

Kick feint (2): Press the  button, then press the  button while the gauge is displayed.

Kick feint (3): Press the  button, then press the  button while the gauge is displayed.

Kick feint (4): Press the  button for a cross, then press the  button just before the ball is kicked.

Through feint: Release the directional buttons and hold the R button just before trapping the ball to allow the ball to roll through the player's legs.

Special Moves

Marseilles Roulette: Roll the analog stick one complete rotation to the left or right while dribbling. The direction of the rotation determines the direction of the turn.

Flick the ball: Slide the analog stick down and then up to flick the ball over an opponent's challenge.

When attempting special moves, the Analog Stick settings in the Button Configuration menu must be set to "Type 3."

Game Controls | Defending

Defend! Basic Defense Controls

Directional buttons: Player movement

Analog stick: Player movement

L button: Switch between players

R button: Dash

 button (hold down): Goalkeeper

 button: Sliding tackle

 button (hold down): Pressure (1)

 button (hold down): Pressure (2)

Defense

Pressure (1): Hold the  button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for a tackle. Apply pressure while holding the R button to dash towards the ball.

Pressure (2): Press the  button when an opponent is in possession of the ball to have the teammate closest to the ball (not counting the player you are controlling) pressure the opponent.

Sliding tackle: Press the  button when an opponent is in possession of the ball to execute a sliding tackle.

Clear: When the ball is in your own half, press the  button to clear the ball. The direction of the clearance varies, depending on the circumstances.

Goalkeeper

Keeper charges the ball: Press and hold the  button when an opposing player has possession of the ball.

Move the keeper: Hold the  button and press the L button to make the player cursor appear over the keeper, and use the directional button to move the keeper. (This is only available when the "GK Cursor" setting is set to "On.")

Drop kick: Press the  button or  button, using the directional button to aim.

Throw: Press the  button, using the directional button to aim.

Drop the ball: When the keeper is holding the ball, press the R button to have him drop the ball to his feet.

Special Controls

Ball in the air: When the ball is in the air, hold the R button and press the directional buttons to control the player with the player cursor.

Switching players: Press the L button to switch the player cursor to the player nearest the ball.

Strategies (manual): Press the SELECT button and the up, down, left or right button at the same time to activate or deactivate a preset strategy.

Game Controls | Defending

Strategies (semi-automatic): Press the SELECT button to activate or deactivate a preset strategy.

Attack and defense levels: Press the R and SELECT buttons together to increase a team's attack-mindedness, or press the L and SELECT buttons together to increase a team's defense-mindedness.

Game Controls | Set Pieces

Corners

Press the ○ button to kick a corner. Hold the ○ button to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low cross: Up button + ○ button.

Grounder: Down button + ○ button.

Curl: Left or right button after kicking the ball.

Short corner: Press the × button when taking a corner to send a short pass to the nearest teammate.

Free Kicks (Passing)

Short pass: Press the × button, using the directional button to aim.

Long pass: Press the ○ button, using the directional button to aim. The path of the ball can be controlled with the same commands used to control a corner kick.

Through pass: Press the △ button, using the button to aim.

Free Kicks (Shooting)

Press the ▢ button to take a shot. The length of the gauge affects the height of the shot. The path of the ball can be controlled with the following commands.

Hard shot: Up button + ▢ button.

Weak shot: Down button + ▢ button.

Slightly hard shot: Press the △ button while the gauge is displayed.

Slightly weak shot: Press the × button while the gauge is displayed.

Curl: Left or right button + ▢ button.

After pressing a button to take a shot, you can adjust the direction of the shot to the left or right by pressing the L or R button, respectively.

Free Kicks (Two Players)

Changing the number of kickers: When the icon is shown above the Name Panel, press and hold the SELECT button to switch between one kicker or two kickers. The second kicker can also be positioned to the left or right.

Using the second kicker: Perform the free kick pass or free kick shot while holding the L button to make the second player positioned closest to the ball take the kick.

Nudging the ball with the second kicker: Press the L button and × button to make the second player play the ball forward for the first player to shoot.

Free Kick Wall

When the opposing team is executing a free kick, as the kicker is approaching the ball, press and hold the following buttons to control the players in the defensive wall.

- **button:** Everyone jumps.
- × **button:** No one jumps.
- **button:** One or two players break from the wall. Those that remain in the wall jump.
- **button** + × **button:** One or two players break from the wall. Those that remain in the wall do not jump.
- No buttons pressed:** Some players jump and some players do not jump.

When the opposing team is taking a free kick, hold down the △ button to have your keeper move toward his defensive wall.

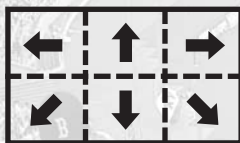
Throw-Ins

Short throw-in: Press the × button to pass to the nearest teammate in the direction of the throw.

Long throw-in: Press the ○ button to make a long throw in the direction the thrower is facing.

Lead throw-in: Press the △ button to throw the ball into space ahead of a teammate.

Penalty Kicks/Penalty Shoot-Outs



Both the kicker and the keeper choose one of six different directions: up, down, left, right, down/left, and down/right. Press the down and left or down and right button to shoot or dive towards the lower-left or lower-right.

Kicker: Press the □ button to kick the ball in the direction that the directional button is being held.

Keeper: Guess the location of the shot before it is kicked, and hold down the directional button in the appropriate direction.

Player Settings

Help is displayed by pressing the select button while in Player settings. Please refer to Help for a detailed description of the controls.

- Firstly, select whether you or the computer will control the players. Use the directional buttons to select one of the three options below:

The game player controls the players.

The computer controls the players.

The computer controls the players, but the game player makes the strategic settings.

- Next, configure the player cursor settings with the L or R buttons. Use Left and Right on the analog stick to configure the Goalkeeper cursor settings.

Cursor Speed

Fixed: The cursor is fixed on one player.

Manual: The user controls the cursor by pressing the L button.

S-Auto: There are eight speeds to choose from, from | (slow) to ||||| (fast). The user can also switch manually between players, even in S-Auto mode.

GK Cursor

Sets whether or not the player cursor displayed above players' heads during matches can switch to the goalkeeper.

On: Pressing the △ and L button will switch the cursor to the goalkeeper during defense.

Off: The cursor cannot be switched to the goalkeeper.

Cursor Name Display

Sets the player cursor name display to Default, Player Name, or Device Nickname.

Default: Displays the user's number (1-8).

Player Name: Display the name of the player under the cursor.

Device Nickname: This is the nickname you have entered into the PSP™ system.

Team Selection

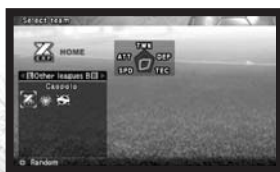
Select the team to take part in the match. Press the L and R buttons to switch between the various leagues, the × button to enter the selection, the △ button to go back, and the □ button to randomly select the teams. In League Mode, the ○ button resets all teams.



Player Settings

Uniform Selection

Select the uniform that will be worn during the match. Use the directional buttons to switch between the home and away shirt, shorts, and socks, and press the **X** button to confirm.

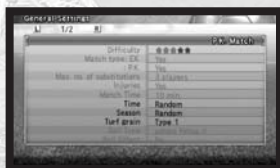


General Settings

Difficulty: Select one of five difficulty levels, from one star (easy) to five stars (hard). A six-star difficulty level can be purchased from the WE Shop.

Match Type: EX to choose

whether a match can go into extra time or not, and whether golden goal or silver goal rules apply. **PK** to choose whether a tied result leads to a penalty shootout.



Substitutions: Select the number of substitutes in a match.

Injuries: Select whether a player can be injured during a match or not.

Match Time: Select the playing time of a match.

Time of Day: Select a daytime, nighttime, or random match.

Season: Select summer, winter, or random.

Turf Grain: Select the stadium turn grain, or "pattern."

Ball Type: Select the type of ball. You can activate this option at the WE Shop.

Ball Effect: Select a rainbow effect in replays. You can activate this option at the WE Shop.

Condition: Select the player's current form for each team, ranging from "Bad Slump" to "On Top Form," or a random condition.

Formation Setup

You can change a wide range of parameters before the start of a match via the Formation Setup screen, or restore parameters to their default settings. Edited formation/strategy data can be stocked with the Stock option, and will be automatically loaded when the Formation Setup screen is accessed. You can also access the Formation Setup screen while a match is in progress by pressing the START button to display the Pause Menu.

Home (Away) Information

Press the SELECT button to switch between home and away-team information.

Formation Display

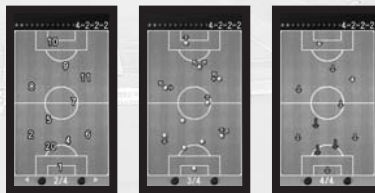
Slide the analog stick left or right to display one of four formation options.

Formation: Where your players play on the pitch. Colors are different for each position.

Squad Number: The number of each player is shown in his position.

Attacking Intent: The direction of each player's attacking intent is shown.

Defensive Intent: The direction of each player's defensive intent is shown.



Status Display

Press the L or R buttons when a player is highlighted to change his status display.

Position and Squad Number

Form, Condition and Fatigue



Cards Received

Kicker Display

Formation Setup

If you are playing the League Mode with Cumulative Fatigue on, the player's fatigue level will also be displayed.

There are several special icons on the Form, Condition and Fatigue screen.

 **Light Recently recovered from injury**

 **Light injury**

 **Heavy injury**

 **Unknown injury**

 **Suspended due to cumulative yellow cards**

 **Suspended due to red card**

Substitutions

Select the player you wish to substitute and the player you wish to send on with the  button. After selecting one player, the players that are a suitable match for a substitution are highlighted. The starting eleven are displayed in white at the top of the list, and the substitutes are displayed in blue at the bottom of the list. When you make a substitution during a game, the new player enters the game the next time the ball goes out of play. The names of players that have been sent off with a red card are darkened, and those players cannot be selected. Slide left and right on the analog stick to view the various skill ratings of each player. The  button switches between cooperation displays, to show the degree of teamwork between the selected player and other players on the pitch.

Set Formation

Choose your basic formation and match strategy here.

Change Formation

Default: Revert to the formation originally used by the team.

Formations: Select a formation to use from the list, then select the position of the midfielders. The letters display the different positions of the defensive midfielders. If you are using a formation with two or more forwards, use the left and right buttons to decide their positions.

Edit Position

Select a position for each of the players. Select a player and press the  button to change his position.

Formation Setup

Automatic Sort: The players are automatically switched according to the formation.

Automatic Sort (Match the Opposition): The formation is automatically altered to match the opposition.

List of Positions

Choose a role for each player.

CF	Center Forward	Tries to score goals from a position in front of the opponent's goal.
S	Second Striker	Makes shots and creates goal chances with a last pass.
WG	Winger	Attacks from the sides, creating goal-scoring opportunities.
AMF	Attacking Midfielder	Midfielder playing aggressively upfield.
SMF	Side Midfielder	Attacks from the wings.
CMF	Centre Midfielder	Balances play between attacking and defensive responsibilities.
WB	Wing Back	Defends and attacks from the wings.
DMF	Defensive Midfielder	Plays back in a defensive role. Also moves up the sides to participate in attacks.
SB	Side Back	Defends the wings and moves up the sides to participate in attacks.
CB	Center Back	Stops attacks in front of his own goal.
SW	Sweeper	Stays at the back of the defense to cover any gaps left by the other defenders.
GK	Goalkeeper	Blocks shots and protects the goal.

Team Settings

Attack/Defense

This is displayed under each player's nameplate during a match.

There are five levels of settings. This option allows you to raise or lower the whole team's attack-mindedness and defense-mindedness. You can select from four types: Manual, Auto-Defense, Normal, and Auto-Attack.

Formation Setup

About Attack and Defense

If you increase the attacking level during an attack, the defense is more likely to push up and join in. Lowering the level will keep the defense back to better deal with any counterattacks.

If you increase the level when defending, the defenders become more aggressive in pushing to win the ball, and the attackers' passing options will be reduced. Lowering the level causes the defenders to fall back and defend the goal in numbers.

When you push the level to its maximum range, the entire team will attack or defend regardless of individual attack-mindedness settings.

Defense System

Choose your defensive strategy.

Normal: If a defensive player does not have individual mark settings, the player will mark an opposition player that enters his own zone.

Sweeper: A system where one player is kept as a "spare" while other players mark the opposition players. The sweeper must be selected. In this system, when a player is designated as the sweeper, you will be unable to change his mark settings.

Line Defense: The back defensive line moves as a unit to preserve its formation and play the offside trap. When this option is selected, you cannot change the mark settings.

Team Strategy

Select team strategies. These settings may also affect other strategy settings.

Back Line: Moving the back line forward causes the defense to play further forward.

Zone Press: Multiple defenders approach the opponent with the ball.

Offside Trap: The defensive line moves forward and plays the offside trap.

Counter Attack: No matter where the ball is, attacking players will play well forward.

Settings List

The attack/defense levels, defense system, and team strategy can all be adjusted with this single menu.

Formation Setup

Team Strategy

A maximum of four settings can be used. There are two modes: Manual and Semi-Auto.

Manual: In Manual mode, the player executes all four strategies. A strategy is assigned to each of the directional buttons, and these strategies are executed individually by pressing the relevant button together with the SELECT button. The names of the strategies are not displayed during matches, so you will have to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

Semi-Auto: In Semi-Auto mode, one of the four strategies is executed by the player, and the other three are executed automatically. The manual strategy is executed by pressing the SELECT button.

Formation A/B: When Formation A/B has been selected, you can adjust its settings here.

Copy to "A"/"B": Copy the current settings to the Formation A/B settings.

Strategy List

No Strategy

Do not set a strategy.

Normal

Balance between attack and defense.

Center Attack

Forwards push aggressively through the middle.

Right Side Attack

Team weighted to the right side; players aggressively overlap on the right side.

Left Side Attack

Team weighted to the left side; players aggressively overlap on the left side.

Opposite Side Attack

Players stay on the opposite wing of the attack, to allow the attack to be quickly shifted to the other side.

Change Sides

Players switch to the opposite wings to disrupt the markers.

Center Back Overlap

Selected center back participates in attacks.

Zone Press

Multiple defenders pressure the ball carrier.

Counter Attack

No matter where the ball is, forwards play far upfield.

Offside Trap

The back line moves up to catch forwards offside.

Formation A, B

Switch between formation setups labeled A and B. When both Formations A and B are selected, Formation A will be used.

Formation Setup

Individual

You can issue specific instructions to individual players. Select a player to change his settings.

Sense of Attack: Adjust how the player acts during an attack. Up to two directions of attack can be set.

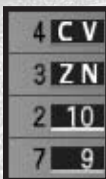
Sense of Defense: Adjust how active the player is in participating in defense. You can set this to High, Normal, or Low.

Marking Settings: Change the marking settings for each player. This option is unavailable when the defensive system is set to Line.

Covering: Do not mark any particular player. Cover space left exposed by teammates.

Zone Mark: Mark attackers that enter a specific area. Break off the mark when he moves away.

Man Mark: Mark a specified player. After indicating the player to be marked, you can set the marking to Normal (mark only when defending) or Aggressive (always mark player).



Covering

Zone Mark

Man Mark

Man Mark (Active)

Set Position and Select Role: Identical to the options on the Formation Setup menu.

Kicker/Captain

Select players to take free kicks (short/long), corners (left/right), and penalties.

Select Kicker: Choose players to take free kicks, corner kicks and penalty kicks.

FK: Free Kick

S: Short

L: Long

CK: Corner Kick

L: Left Corner

R: Right Corner

PK: Penalty Kick

Select Captain: Assign a player to serve as team captain.



Formation Setup

Quick Setting

Choose a strategy setting from a simple, single menu.

Stock

You can save and load up to ten sets of formation and strategy settings. To use or update the data loaded for each of the home and away teams, select the Stock option from the menu. Press the  button to copy data, and press the  button again to paste it into a new location. Using this function, you can save the current settings by copying data from the Now In Use location and pasting it into one of the Saving Data locations. Likewise, by pasting data into the Now In Use location, you can load previously saved data. You can copy and paste data from any of the ten Saving Data locations. You can restore settings to their original values by copying the Default data and pasting it into the Now In Use location.

Data Management

Save: Save all stocked data to the Memory Stick Duo™.

Load: Load stocked data from the Memory Stick Duo™.

Copy from Opponent: Copy opponent's stock data into your own stock.

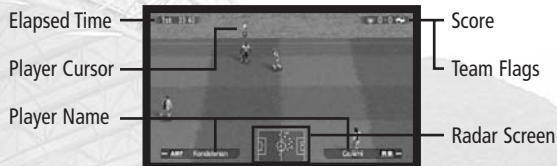
Change: Switch stock data with the opponent.

Clear: Delete all stock data.

Controls

A series of tutorials that describe the functions of Formation Setup.

Match Screen



The number or name over the cursor will be displayed in yellow for players who have received a yellow card.

Position

Power Gauge

A power gauge appears when taking free kicks and corners.



Play on

When a team is fouled, but in the referee's judgment the team is in a better position if the game is not stopped for a free kick, play will be allowed to continue.



Return of player being treated (no injury)

This icon is displayed when a player who had left the pitch for treatment returns without any injury.



Return of player being treated (slight injury)

This icon is displayed when a player who had left the pitch for treatment returns with a slight injury.



Non-return of player being treated

This icon is displayed when a player who had left the pitch for treatment is unable to return to the game.



Apparent injury

This icon is displayed when a player is hurt, but play continues.



Direct free kick

This icon is displayed when the current free kick is a direct free kick.



Indirect free kick

This icon is displayed when the current free kick is an indirect free kick.

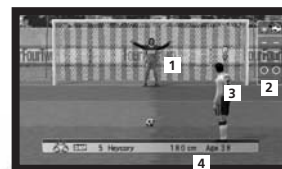


Injury time

The number of minutes of injury time.

Penalty Kick Screen

1. Goalkeeper
2. Score
3. Kicker
4. Player Information



Replay Screen

Select "Replay" from the Pause Menu to display a replay of goals or other moment of action. The replay can be viewed from various angles.

Play: Press the button or press and hold the right button.

Reverse Play: Press and hold the left button.

Pause: Press the button.

Fast Forward: Press the and right button.

Rewind: Press the and left button.

Frame Forward: Press the and right button.

Frame Rewind: Press the and left button.

Change Viewpoint: Press the button.

Rotate: Press the L or R buttons.

Switch Player: Slide left or right on the analog stick.

Zoom In/Out: Press the up button to zoom in and the down button to zoom out.

Save: Press the button.

Control Display On/Off: Press the SELECT button.

Quit Replay: Press the START button.

Pause Menu (During Match)

Return to Match: Close the Pause Menu and continue the match.

Formation Settings: See the Formation Setup section.

Stock Current Formation: Stock the current formation in League Mode (P. 28).

Select Kicker (Thrower): Choose your kickers and throwers. You can assign one player to stand close to the ball and one to stand farther away.

Change Player: Substitute players. Each match has a limit on the number of substitutions that can be made.

Player Settings: See the Player Settings section.

Camera Type: Change the camera position with "Camera Type," and change the focus of the camera with "Camera Target" (either the ball or the player under control).

Screen Settings: Adjust or turn on/off the radar screen, name bars, and other displays.

Sound Settings: Adjust sound settings and volume.

Game Screens

Button Configuration: Change the in-game button assignments and pass settings.

Command List: View a summary of the in-game controls. Use the L and R buttons to switch between attack, defense, and other categories.

Replay: Watch the previous play again.

Quit Match: Quit the match and return to the Mode Select screen. There is no "Quit Match" option in League Mode.

Pause Menu (Training)

Options are the same as during a match, with the following differences.

Resume Training: Closes the Pause Menu and returns to training.

Formation Setup: When you wish to replace one of your starting eleven with a reserve player, select the "Change Player" > "Replace" option. Scroll down the list to find the substitute players, and substitute them in as you would during a match. You can also change the formation and strategy settings.

Training Menu: Choose normal training, or practice taking shots, free kicks, and corners from the left and right.

General Settings: Select the difficulty of training, whether fouls are enabled, etc.

Rest: Restore energy expended in training.

Results Menu

View the details of the match and individual performances.

Match Details

View the statistics from the match. Press the L or R buttons to switch through the screens.

Match Record: See number of shots, fouls, etc.

Game History: View significant events and when they occurred in the match.

Scorers: Players are displayed in the order they scored.

Cards: Check the cards issued to each team.

Possession (%): View time and zone possession, and areas of play.

Total Shots on Goal: See when, how, and where shots were made.

Substitutions: View the substitutions made throughout the match.

Game Screens

Individual Game Records

Players are awarded scores out of 10 for their performance, with a star symbol for the "Man of the Match." Press the  button to display Playing Time, Cards, and Position, in that order. Use the directional button to select a player and press the  button to display individual statistics. Slide left or right on the analog stick, or press the L or R buttons to switch between displays.

MATCH MODE

Exhibition

The Exhibition mode allows you to choose your favorite teams for a single match. You can choose from various national teams and club teams, and you can have a national team play against a club team.

Quick Start

This mode allows you to quickly start a game after selecting your team and uniform.

Penalty Kicks

After going through the Player Settings screens, you decide the order in which the players will take the kicks.

LEAGUE MODE

League Settings

Use this menu to configure the League settings.

League: Select the league you wish to join.

Season: This can only be configured when you select "International League." Select a "Full Season" of 38 matches or a "Half Season" of 19 matches.

Participating Teams: This can only be configured when you select "International League." Select "Club," "National," or "All Teams."

Accumulated Fatigue: Select whether or not players become progressively more tired when they play in consecutive games.

Uniform Selection: Select whether or not the team uniform can be chosen before a match.

Auto Save: Turn the Auto Save function on/off.

Changes to General Settings: Select whether or not the Player Settings can be changed during a League season.

National Leagues (Club Teams)

Double round-robin home and away matches (each team plays the same team twice).

Full seasons only.

18 registered players (11 starting players and seven reserves on the bench).

Maximum of three substitutions per match.

Two yellow cards in one match results in a sending-off.

No extra time or penalty shootouts.



Italia: Serie A

League Rules

Cumulative Cautions

20 teams, 38 matches.
Players accumulating four yellow cards are banned from the next match. The number of yellow cards resulting in a ban then falls to three, two, and finally one before returning to four again.
Ban from the next match.

Red Card



Holland: Eredivisie

League Rules

Cumulative Cautions

18 teams, 34 matches.
Players accumulating four yellow cards are banned from the next match. The next two yellow cards, and any subsequent single yellow card, will incur a ban from the next match.
Ban from the next match.

Red Card



Spain: Liga Española

League Rules

Cumulative Cautions

20 teams, 38 matches.
Players accumulating five yellow cards are banned from the next match.
Ban from the next match.

Red Card



English League: Gameous Maximus

League Rules

Cumulative Cautions

20 teams, 38 matches.
Players accumulating five or eight yellow cards are banned from the next three matches if they accumulate 12 yellow cards.
Ban from the next three matches. Receiving two yellow cards in one match also results in a ban from the match after next.

Red Card



French League League Rules Cumulative Cautions

Red Card

20 teams, 38 matches.
Players accumulating three yellow cards are banned from the next match.
Ban from the next match.



German League League Rules Cumulative Cautions

Red Card

18 teams, 34 matches.
Players accumulating three yellow cards are banned from the next match.
Ban from the next match.



International League

Participating teams can be freely picked from the national or club teams.
Maximum of 20 teams.
A half season is played as a single round-robin. A full season is played as a double round-robin.
23 registered players (11 starting players and 12 reserves on the bench).
Maximum of three substitutions per match.
Two yellow cards results in a sending-off.
Cumulative cautions (two yellow cards or one red card result in a ban from the next match).
No extra time or penalty shootouts.

League Menu

To Next Match: Start the next match.

Set Formation: Configure the team formation.

Data: View the match schedule and league table.

General Settings: Change the League Settings. This is only possible if "Changes to League Settings" is enabled.

Save: Save the current League Data on your Memory Stick Duo™.

Move to Mode Select: Return to the Mode Select screen.



Data Menu

Calendar: Shows the league fixture schedule.

League Match Information: Shows the league table and rankings. Select "Rankings Table," "Team Information," or "Goal/Assist Ranking."

Records Room: Shows the Cumulative Goal/Assist Tables and Season Results.



TRAINING MODE

General Settings

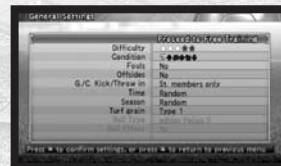
Options are the same as during a match, with the following differences.

Condition: Select the condition of each player, from top condition to poor condition, or a random condition for each player.

Fouls: Set whether fouls will be called or not.

Offsides: Set whether offside calls will be made or not.

Goal/Corner Kick/Throw-In: Set which team takes the goal kick, corner kick, or throw-in when the ball is put out of play.



Squad Games

Press START to call up the Pause Menu and select Formation Settings. Press the SELECT button to switch between the Home and Away teams. Press the START button to switch control between the Home and Away teams. Choose the Participation option from the Away Team menu and select the players you want to take part in the match by moving the cursor over their names and pressing the X button. Press the X button again to remove the player from the match. Exit the Pause Menu and the selected players will enter the pitch.

Controls

Provides explanations of the game's basic controls. Press the buttons as indicated.

EDIT MODE

In this mode, you can edit teams and player abilities.

Edit Player

This allows you to alter player details, such as the player's name and appearance, and also to create a new player or delete an existing one.

Player Name

Change the name of the player, which is printed on the player's jersey.

Basic Settings

Various fundamental settings for the player. Perhaps the most important setting here is Injury, with the letters A, B, and C representing the likelihood of injury: A is a standard player, B is a slightly injury-prone player, and C is a very injury-prone player.

Position

Allows you to select a player's suitability for each position, and his favored side of play. The position shown for players who are skilled in more than one position is the one selected as the Registered Position with the  button. Players placed in positions to which they are not suited will perform badly.

Nationality

Selects the player's nationality. Only available for players who are not part of a national team.

Ability

Sets the values of the player's abilities, from 1 (lowest) to 99 (highest).

Attack: Suitability for an attacking position.

Defense: Suitability for a defensive position.

Balance: Ability to retain balance when challenged.

Stamina: Resistance to fatigue during a match.

Top Speed: The fastest speed at which the player can run.

Acceleration: Reduces the time it takes for the player to reach top speed.

Response: Speed of response to a loose or high ball.

Agility: Allows the player to make more agile movements.

Dribble Accuracy: Reduces mis-kicks when dribbling.

Dribble Speed: Reduces loss in speed between normal running and dribbling.

Short Pass Accuracy: Accuracy when sending a short pass.

Short Pass Speed: Allows a faster short pass.

Long Pass Accuracy: Accuracy when sending a long pass.

Long Pass Speed: Allows a faster long pass.

Shot Accuracy: Increases accuracy on goal when making a shot.

Shot Power: Allows a more powerful shot.

Shot Technique: Allows accurate shooting regardless of orientation or body position.

Free Kick Accuracy: Increases the accuracy of free kicks.

Curling: Bend the ball more.

Header: Makes it easier to succeed at a heading pass or shot.

Jump: Allows player to jump higher.

Technique: Receive the ball without it bouncing.

Aggression: Player will aggressively participate in attacks.

Mentality: Player will maintain abilities even when tired, and play well when losing.

Goalkeeping Skills: Improve catching and punching when playing as goalkeeper.

Teamwork Ability: Improves linking of passes to other players.

Consistency: Play remains steady throughout the match, and mistakes are reduced.

Condition/Fitness: Condition remains good even over successive matches.

Weak Foot Accuracy: Increases accuracy when the player kicks the ball with non-favored foot.

Weak Foot Frequency: Increases the frequency of the player kicking the ball with non-favored foot.

Special Ability

Selects the player's special abilities.

Base Copy

Copy an existing player to use as the template for a new player.

Creating a Player

To create a new player, choose an empty Unregistered location for your new player. Fill in the necessary details to create your player, or use the Base Copy option. Once your new player is complete, select OK and your player will be stocked in the location you chose. Once you've registered the player to a nation or club team with the Register Player option, your player can appear in matches.

National Team Replacement

Select the national team to register the player with. Move the cursor over the player to be removed from the national team and press the  button. Select the player to register from the list. Press the  button to finish the registration. The player can now appear in matches.

Club Team Replacement

Select the club team to register the player with. Select the player to register from the list. Press the  button to finish the registration. The player can now appear in matches. You cannot select a team if that team already has the maximum number of permitted players.

Registering an Edit Player

Edit players cannot be registered to a club team simply by creating them. Go to "Register Player" on the Edit Mode selection screen.

Team Edit

Formation: Change the team formation.

Team Name: Change the team name and abbreviation (three letters). National Team names cannot be changed.

Emblem: Change the team emblem by selection one from the list.

Edit Player Number

Select the team with the player whose number you wish to change, then select the player. Use the directional buttons to select the new squad number, and press the **X** button to finish.

Data Save Management

Change the Option File's save and load settings, and copy edit player data made by friends.

Auto Save: Toggle the Auto Save function on/off.

Memory Stick Data Utility: Copy player names and parameters amended by friends into your Option File. Edit players cannot be copied.

PlayStation®2 Data Utility: Edit data made on **World Soccer Winning Eleven™ 9** (PlayStation®2 version) can be copied individually to **World Soccer Winning Eleven™ 9** (PSP™ version), using a USB link cable. To copy data in bulk, use the PlayStation®2 Data Link option.

Memory Stick Data Utility

Insert a friend's Memory Stick Duo™ into the Memory Stick Duo™ slot. Select "Edit" from the mode select screen, then select "Save Data Management" and "Memory Stick Data Utility." Follow the on-screen instructions, and when loading is complete, insert your Memory Stick Duo™ into the Memory Stick Duo™ slot. Select the data you wish to copy, following the on-screen instructions. When the copying is complete, select "Finish" on the selection screen to move onto the Save screen. The process is complete when the saving is finished.

PlayStation®2 Data Utility

Select "Edit" from the mode select screen, then select "Save Data Management" and "PlayStation®2 Data Utility." Follow the on-screen instructions, connecting the PlayStation®2 to the PSP™ system with a USB cable. Please refer to the **World Soccer Winning Eleven™ 9** (PlayStation®2 version) instruction manual for more information. Select the data you wish to copy, following the on-screen instructions. When the copying is complete, select "Finish" on the selection screen to move onto the Save screen. The process is complete when the saving is finished.

OPTION MODE

WE Data Control

Option File

Auto Save: Toggle the Auto Save function on/off.

Save Option File: Save the current settings to a Memory Stick Duo™.

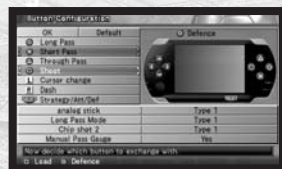
Load Option File: Load the Option File from a Memory Stick Duo™. Current settings will change to the settings in the loaded Option File.

PlayStation®2 Data Link

Transmit edited data from **World Soccer Winning Eleven™ 9** (PlayStation®2 version) in bulk, using a USB cable. To copy individual data, use the PlayStation®2 Data Utility.

Button Configuration

Configure the buttons and controls to be used in matches. Actions controlled by the analog stick can be selected, and the method of controlling actions such as passing and shooting can also be chosen.



Sound Settings

Configure the volume of sound effects and music.

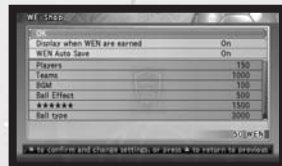
Museum

Replay Playback: Play back saved replay data.

Credits: The people who brought you **World Soccer Winning Eleven™ 9**.

WE Shop

By acquiring WEN points during play, you can unlock various items and options in the WE Shop.



Display When WEN are Earned

Earned: Turn on/off the display that appears when you earn WEN points.

WEN Auto Save: Choose to auto-save after earning WEN points. This only applies when the Option File's Auto Save is on.

Battery Life Settings

When this option is turned on, the use of battery power is reduced by turning off background music and some sound effects.



WIRELESS MODE

World Soccer Winning Eleven™ 9 can be played against another PSP™ system via the Ad Hoc mode, if the following requirements are met:

Another PSP™ system in the surrounding area is running **World Soccer Winning Eleven™ 9**.

Connected Gaming is enabled in the Wireless Mode.

The PSP™ system WLAN is switched ON before entering Wireless Mode.

If the connection is lost during a Wireless Mode game (Ad Hoc mode), the game will automatically end.

When playing Wireless Mode for the first time, select "New Game." When Wireless Data already exists, select "Load Data."

A time limit is in place for Wireless Mode matches, which will advance from one screen to the next even if the settings are not complete. The Wireless Mode also limits the number of mid-match pauses, along with the number of times a kicker can be selected for free kicks. If this number is reached, it will no longer be possible to pause the game or select a particular kicker.

Create Player Data

When "New Game" is selected, you need to create player data before proceeding into a Wireless Mode game. Select "Create player file" from the game menu and enter a player data name (5-12 characters), using the keyboard displayed on the LCD screen. If unusable characters are entered, a warning message is displayed. Now select "Host game" or "Search game" from the game menu.



Wireless Mode

Host game: Invite opponents.

Search game: Search for opponents.

Player Information: View results from the last five matches, and examine your favorite teams and players.

Create player info: Create player data. Up to three sets of Wireless Data can be stored.

Use the L and R buttons to switch between them.

Delete player info: Delete player info.

Save data: Store Wireless Data.

Auto save settings: Turn the Auto Save function on/off.

To Mode Select menu: Return to the Mode Select screen.



Viewing Player Data

Game results are displayed in the Player Data to the right of the game menu.

General Settings

Options are the same as during a match, with the following differences.

Time Limit: Select the time limit for choosing teams, settings, formations, etc. If the time limit is exceeded, the game moves to the next screen, even if the settings are not complete.

Pause Number: Select the number of times the game can be paused during a match.

Condition: Select the players' conditions, either "Normal" or "Random."

Find Match

Use this to find games that have started in the surrounding area. Started games are automatically selected when "Find Match" is selected from the game menu.

Game Request

When a game host is in the surrounding area, the host list and player information are displayed. The settings of the game can be viewed by pressing the **⊙** button.

A game request is sent by selecting an opponent and pressing the **⊗** button. The game starts if the opponent accepts the request.



Saving Game Data

Memory Stick Duo™

In order to save game data, you will need a Memory Stick Duo™. Before starting the game, insert the Memory Stick Duo™ into the PSP™ system, then turn on the PSP™ system. Match settings and match records are saved in different files, and each file requires a certain amount of memory.

Option File: Match settings (Match Duration, et cetera); in-game settings (Camera Type, et cetera); Edit settings (original players, et cetera); Option settings (sound settings, et cetera); Training settings. 1280KB or more.

League Data: Season progress and all other settings. 464KB or more.

Formation Data: Formation settings. 64KB or more.

Replay Data: Replays saved during matches. 336KB or more.

Wireless Data (Ad Hoc mode): Wins and Losses, Win Ratio, Goals Scored, et cetera. 64KB or more.

Data Totals: 2208KB or more.

Option File Creation

The first time you play *World Soccer Winning Eleven™ 9*, you will be prompted to create an Option File, which contains gameplay settings, edited data, and other parameters. Follow the on-screen instructions to create the Option File. If you already have an Option File on your Memory Stick Duo™, the Option File will automatically load, and the introductory movie will play, followed by the title screen.



Saving Game Data

How to Save Data

Option File: Select "Option" > "Data Management" > "Option File" > "Save Option File."

League Data: Select "Save" from the League Mode menu screen.

Formation Data: Select "Save" from the Stock screen.

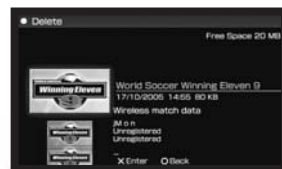
Replay Data: Press the  button when viewing the Replay screen.

Wireless Data (Ad Hoc mode): Select "Data Save" from the VS screen.

Auto Save

The Auto Save function automatically saves match data at the end of a match. You can turn the Auto Save settings on or off for the Option File, League Data, and Wireless Data.

If you turn off the PSP™ system without saving your data, all previously unsaved data, such as match results and created players, will be lost. Make sure to turn the Auto Save function "On" to prevent the loss of data.



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Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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